NES-N8-USA

Instruction Manual

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Precautions

1) Be sure to turn off the power before inserting or removing Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV — Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Ocean of America, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES — A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

DARKMAN™

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The Story

Dr. Peyton Westlake, a brilliant scientist, conducting research in his lab, had just developed a synthetic replacement for human skin. While testing his discovery, he was payed a surprise visit by a foul underworld figure known as Durant, with some of his associates. They had come to search for an incriminating memo Westlake didn't even know he had. After ransacking Peyton's apartment and lab, Durant and his thugs did away with Peyton's assistant, shoved Peyton into a vat of burning chemicals, and made the whole thing look like an accidental explosion.

Thrown into the bay by the blast, Peyton miraculously survived. He ended at a local hospital, identified only as a severely burned transient. Certain nerves were surgically severed to prevent him from feeling the unbearable pain of his burns.

But Peyton had another kind of pain. His life had been cruelly destroyed. With no more life and no more identity — not even a face — Peyton burst from the hospital to madly roam the streets and alleyways, an unknown and disfigured man — DARKMAN.

As a side-effect of the surgery that took away his physical pain, DARKMAN found himself suffering from uncontrollable fits of emotional

rage. Surges of adrenalin, flowing unchecked through his body, gave him almost superhuman strength.

As the memories of what had happened to him began flooding back, DARKMAN devised a plan to meticulously recreate his laboratory in an abandoned warehouse, and reconstruct his own face from the artificial skin he had developed. By doing this, DARKMAN would surely be able to find the woman he'd lost, and, above all, seek revenge.

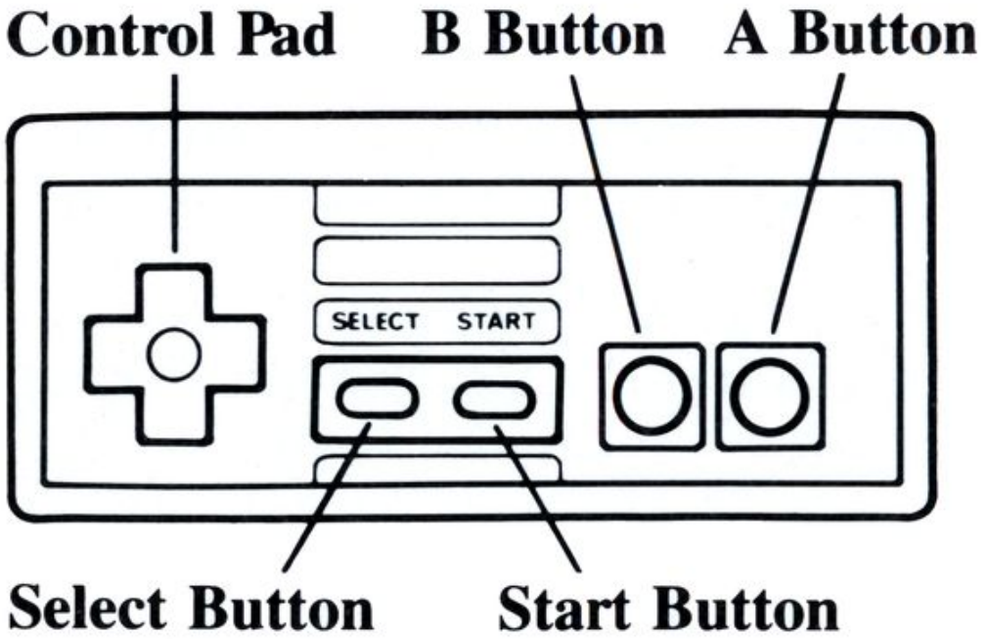
In fact, DARKMAN has found that he can not only recreate his own face, but he can create whatever face he chooses. And this will help him seek his revenge. He may even give himself the face of Durant!

One obstacle stands in DARKMAN's way — time. The skin he has created artificially is sensitive to light, and will disintegrate after only 90 minutes of exposure. He must keep on trying — whatever it takes.

Once he had a normal life, a beautiful girlfriend and a brilliant career. Then he was brutally attacked by merciless criminals — his face and body burned beyond recognition. Now DARKMAN walks the night, searching for the woman he loves. A man who looks like a monster, he hopes to salvage his scorched flesh...and have revenge on those who destroyed his life.

Getting Started

Insert the DARKMAN Game Pak and turn on your Nintendo Entertainment System. After a few seconds, press the Start button to begin the game.



Controls

Control Pad

Press left and right to run left and right. Press up to fire or throw a weapon (if available). Press down to pick up weapons (if applicable).

B Button

Press to punch or kick.

A Button

Press to jump.

B Button/A Button

Press alternately to control your balance (where applicable).

Start Button

Press to begin the game or to pause while playing. (In a 2-player game, the button on either controller may be pressed.)

Options

After the logo screen is displayed for a few seconds, the Option screen appears, giving you the following choices:

STORY	HI SCORE
START	SOUND ON
CONTINUE	MUSIC ON
1 PLAYER	

To select an option, move the hand, pressing the Control Pad up or down to point to the option. To activate the option indicated by the hand, press the A button.

The Story Screen

This tells the story of DARKMAN. Press the A button to skip this screen.

The Hi Score Screen

Select the Hi Score option in order to view the highest scores achieved in the game. If you achieve a high score, you will be able to input your score onto the Hi Score table.

High Score Print: Press the A button to skip.

High Score Input: Before you are asked for an input, the skip on the A button is disabled. You are asked to input your name, and the hand is placed over the Return key on the display. Move the hand around the keyboard by pressing the Control Pad up, down, left and right. You can select a letter by pressing the A button. You can delete a letter by selecting the Delete key on the screen.

Player 1/2 Option

Pressing the A button switches between the two choices.

Sound FX On/Off Option

Pressing the A button switches between the two choices.

Start Option

This starts the game at the beginning.

Continue Option

This re-starts the game at the level you were on when the game ended. Each player can select this option three times.

Gameplay

You lose a life when:

- Your power reaches 0.
- You run out of time.
- You are hit by a deadly enemy.

If you lose a life, the game restarts at the beginning of that level.

Chemicals

Collect as many bottles of chemicals as possible. This is added to your power at the end of the level (or, if your power is full, it adds to your score).

Controllable Gravity and Rocket Platforms

Once you are on one of these platforms, you can steer it along its path by pressing the Control Pad left, right, and down. Just follow the indicators on the screen.

Tightrope

Stay on the rope by keeping the balance pointer in the middle of the meter, using the A and B buttons.

Hints

You can sometimes pick up stones and throwing stars to throw at enemies.

You can grab onto walls by jumping at them.

Game Stages

The gameplay will proceed through the following stages:

- The Warehouse (three parts)
- Photo Stage with Pauly
- Central Park (three parts)
- Helicopter Stage — slow road
- Photo Stage with Skip
- The Funhouse (three parts)
- Photo Stage with Smiley
- Chinatown (three parts)
- Helicopter Stage — fast road
- Photo Stage with Durant
- The Girders (three parts)

Main Action Stages

The Warehouse

You are trapped inside a deserted warehouse by Durant's men. You must escape the complex in order to carry out your plan of revenge.

In this stage DARKMAN can:

- Climb on walls
- Jump
- Run
- Kick and Punch

Watch out for:

- Durant's thugs
- Crushers
- Rising bubbles that turn into bonus chemicals
- Controllable gravity platforms
- Moving platforms

Central Park

You are after Pauly, one of Durant's henchmen. You track him down to Central Park, where you put on his mask and take a look around. It feels like a trap, but you don't care...

In this stage, DARKMAN can:

- Climb on ladders
- Jump
- Run
- Fight
- Pick up stones and throw them

Watch out for:

- Durant's commandos jumping from the trees
- Flying fish
- Buzz saws
- Commandos throwing bombs
- Swinging platforms

The Funhouse

Now you are after Skip, Durant's one-legged henchman. You follow him to the carnival and into the funhouse.

In this stage, DARKMAN can:

- Fire his large gun
- Skip
- Jump
- Kneel

Watch out for:

- The killer clown who throws custard pies and rolls bowling balls
- Floating balloons that burst into chemicals
- Upward plungers that throw you off the screen
- Balancing balls (like the tightrope, but you are on a ball)
- Gravity platforms
- Bounce pads

At the end of this stage, you will meet up with the real Skip, who you must then fight.

Chinatown

Smiley, yet another member of Durant's gang, is collecting money from the triads in Chinatown. This is an ideal time to wipe the smile off Smiley's face, don't you think?

In this stage, DARKMAN can:

- Kick
- Somersault
- Kneel
- Pick up throwing stars
- Run

Watch out for:

- Durant's ninjas, running and throwing stars
- Ninjas throwing stars from windows
- Ninjas throwing stars from water
- Chinese rockets
- Spikes coming up from the ground

At the end, you will confront Smiley and fight him.

The Girders

It's time to go after the head man, Durant himself. You follow him to a half-constructed skyscraper.

In this stage DARKMAN can:

- Kick and punch
- Jump
- Kneel
- Run
- Fire his gun
- Grab bars and swing about
- Grab ladders and climb

Watch out for:

- Construction workers throwing hammers
- Bounce pads
- Machines firing rivets left and right
- Machines firing rivets up and down
- Gravity platforms
- Controllable rocket platforms
- Moving platforms

Now, you will meet Durant for the final battle. Will you have your revenge at last?

Photo Stages

At the beginning of each Photo Stage, an enemy is displayed. You must take photos of him in order to create a mask. (Press the A button to skip the delay.)

Controls

Press the Control Pad up, down, left and right to move the sight and frame your subject. To take a picture, press the A or B button.

Note: Only photographs of the correct villain will count.

Avoid the thug firing at you, as this will cause you to drop your camera and lose a frame of film.

The Photo Stage ends when:

- Your time runs out.
- You run out of film (by taking too many or being shot too much.)

At this point, the number of correct photos is counted. A mask is then created from them.

Depending on how many correct photos you took, the mask may be:

- Excellent
- Good
- Poor

The better the quality of your mask, the more time you will have to get through the following stage. A poor mask means you won't have much time.

Helicopter Stages

Your main objective in these stages is just to get through. This is accomplished by avoiding the trucks, birds and bombs.

Controls

Press the Control Pad up and down to climb up and down the ladder. To pick up an object, press the A or B button.

Pick up coins to gain extra points. Pick up chemicals to gain extra power.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Ocean of America, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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